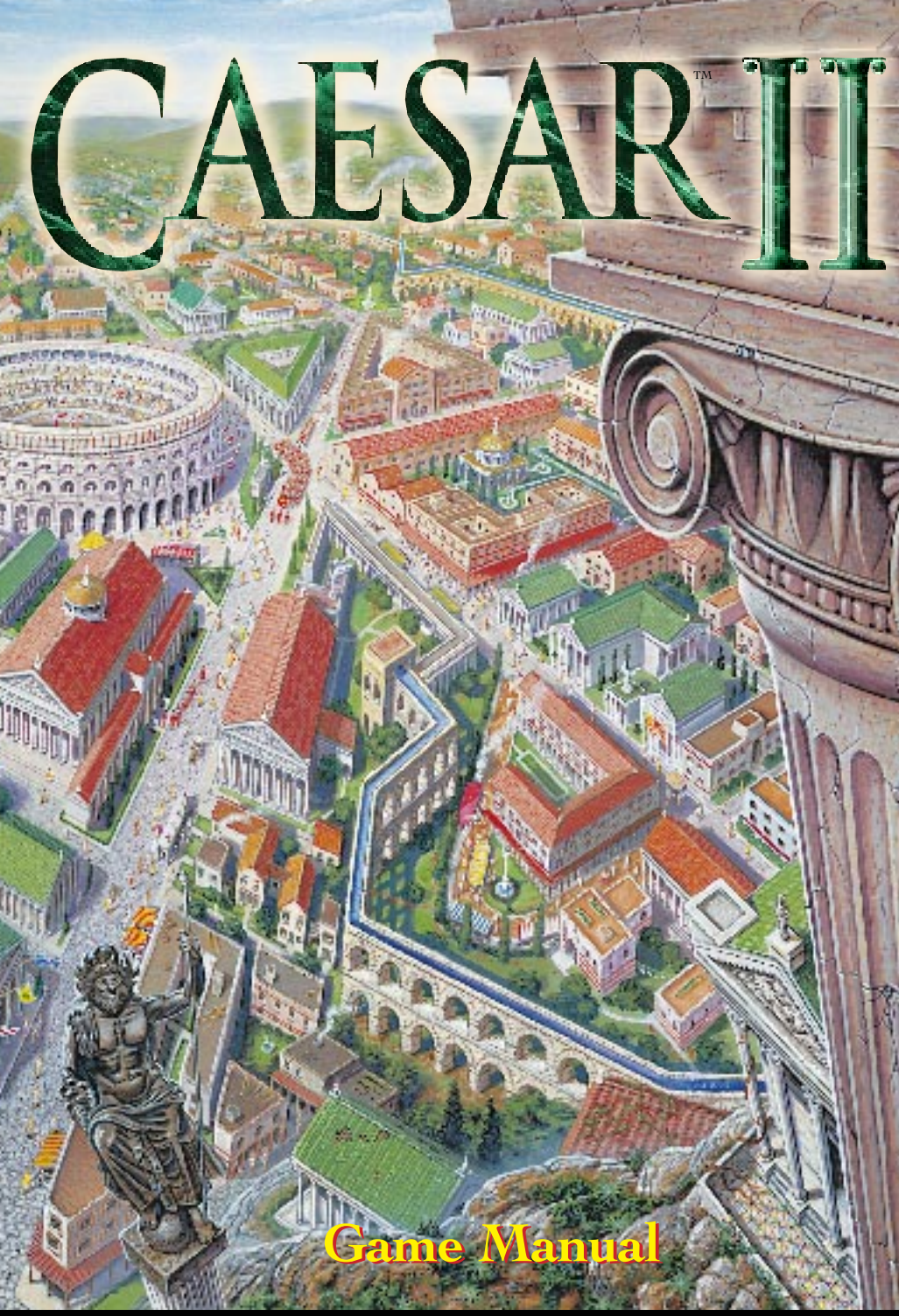
CAESAR™ II



Game Manual

SIERRA®

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WHERE DO I START?

To get the most enjoyment out of your new game as soon as possible, we suggest that you begin by running the on-line tutorial included on the game disk. To do this, see the instruction card included with your game package. A few title screens will appear, followed by a Game Setup screen. Here, select "Run the Caesar II Tutorial" and follow the onscreen instructions to learn about the game. This tutorial should tell you everything you need to know to get started on your first City. (It does not include the game's Province Level. For information about that, see the Province Level section of this manual, page 46.)

After you have completed the tutorial, you will have easy access to additional on-line help and game tips as you play. To access the online information, just right-click on any feature, building, or button (or use the **Query** button on the Control Panel). A panel will appear with some information about the item you selected. Click on the "Help" button for general Help, or the "Tips" button for tips on gameplay. The "History" button will access historical background information about the selected item. Use the Query button often to get information about your evolving city or whenever you are unsure about any aspect of game play.

The on-line Tutorial and Help should familiarize you with many aspects of the game. Consult this **Game Manual** to gain a deeper understanding of the game system, concepts, and situations. Feel free to skip around this manual, and to concentrate on those aspects that you find most challenging or interesting.

THE BASICS

A mouse is required to play **Caesar II**. When this manual or any of the on-line instructions tell you to "click on," "select," or "press" something, you should click on it with your left mouse button, unless you are specifically instructed to "right-click," or use the right button.

Most of the game functions are accessed via mouse-activated *buttons*. Often, when you roll your mouse pointer over a button, a text box on the screen will tell you what would happen if you clicked on the button your mouse pointer is currently over.

Other functions are accessed via "*hotspots*," or areas on the screen that initiate actions or call up information when clicked on. When you are called upon to set a numeric value, you will often do so with *arrow buttons*. Click on the up and down arrows to set the accompanying value. Hold your mouse button down to make large changes quickly

Game play in **Caesar II** takes place on two "levels." On the ***City Level***, you will closely manage all aspects of your Province's capital city, including roads, economy, and housing. The ***Province Level*** will place your city into perspective. Here, your capital city is just one of many places within your provincial borders. On the Province Level, you will build industries to supply your city's markets, lay provincial roads, and manage your defense.

GAME TIME

Caesar II takes place in **real time:** your city and province will begin to grow and change on their own as soon as you place structures down. If you build a group of houses, for example, and their neighborhood becomes more desirable in some way, those houses will improve in quality and size. Conversely, they will decline and shrink if the neighborhood drops in value. In this way, you will watch your city and province grow, change, or deteriorate in an almost organic fashion. And remember, changes will occur simultaneously on the **City Level** and the **Province Level**, so keep your eye on both.

To pause the game at any time, just hit the **<P>** key on your keyboard. Hit **<P>** again to resume the game. While the game is paused, you may still look around your City and Province, and you may still build things, clear things, issue order, and so on.

The following descriptions assume that you have chosen to play a "Full Game" that includes the campaign, or strategic, dimension. If you should choose **City Building Only** on the Game Setup screen, your game will consist of only the **City Level** and will not include combat or the **Province Level**.

GAME OVERVIEW

At the very start of the game, the Roman Empire consists of a single province, Latium, with Rome at its center. It is your job to extend the Empire by successfully developing additional provinces. Your first task in the game will be to choose the first province that you will attempt to transform into a powerful and wealthy extension of Rome.

Your first province may encompass several small and isolated towns, hostile independent tribes, and — most importantly — your capital city. In addition, your province will have areas of potential farmland and areas suitable for mining and quarrying, which you can use to enhance your city's economy.

You must build your capital city from the ground up, and see that it is healthy, wealthy, and wisely run. On the **City Level**, you will provide housing, a water supply, entertainment, safety, and health. You will also build roads, set tax rates, start businesses, organize your laborers, and establish a security force.

You must also tend to "the big picture" on the **Province Level**. On the Province Level, you may build roads to connect your city to outlying towns. You may establish farms, mines, and quarries to supply city businesses, and you may build ports and trading posts to buy from and sell to distant lands.

The challenge of managing internal affairs is made even more difficult by the ever-present threat of invasion by various types of

barbarians. On the Province Level, you may build forts, command your armies, or even build massive provincial walls for protection.

Your overall performance, on both levels, will be rated in four areas: **Peace, Culture, Prosperity**, and Empire. When you have reached a required minimum rating in each category, and a required overall (average) rating, you will be offered a promotion, and the chance to extend the Empire by bringing a new province under Roman rule. When you receive a promotion, you will be able to choose your next province from among those adjacent to the current boundaries of the Empire.

The game ends when one of two things happens:

1) You advance successfully through enough provinces that you achieve the ultimate promotion — Emperor of Rome — and you win the game. The number and difficulty of the provinces required to win depends on the skill level you have set.

2) You fail to perform up to the standards of the Roman Empire, and enrage the Emperor to such an extent that he removes you from office and dispatches you to some undoubtedly ghastly fate. In this case, needless to say, you lose.

GAME SETUP

The Game Setup will appear after the game has been loaded and the introduction sequence has played. The first setup screen will give you several options:

* Run the Caesar II Tutorial
* Load a Previously Saved Game
* Start a New Game
* Exit the Game

Select Start a New Game to begin. The next screen will allow you to set various game conditions. Here you may choose from five skill level settings: **Novice, Easy, Normal, Hard,** or **Impossible!** These increase in difficulty with regard to amount of cash you begin with, the frequency of certain events in the game, and the number of promotions required to win. We recommend the Normal setting for basic, balanced game play, but you may want to experiment a bit to determine your personal preference.

The button next to the word **"Campaign"** allows you to choose either a full game, or a partial, City Level-only game (see page 14). To enter your name, click on the "Change your Name" button, type your new name, and hit the <Enter> key on your keyboard.

Select **"Start this Game"** to begin.

CITY BUILDING ONLY

If you play with "City Building Only" mode, your game will not include the Province Level or combat, and you will not be promoted to other provinces. Industry in City Building Only mode works just as it does in a regular game, except that you will not be managing industrial sources on the province level. Rather, you will receive raw materials in various quantities, which will supply your businesses on the City Level.

When playing City Building Only, the difficulty level you set will dictate starting money and frequency of events. Ratings will be calculated as usual for Prosperity and Culture, but you will not be rated in Empire or Peace, as these two ratings involve the Province Level. In this mode, you will have no need for the Centurion (in the Forum) and you will not assign Plebs to Army Duty or Provincial Work. Also, you will not get requests for goods from the Emperor.

Choose this option if you want to focus *only* on city design and management, setting your own goals as you go along. There is no way to "win the game" in City Building Only mode.

THE MENU BAR

On the two main game screens **in Caesar II**, a menu bar across the top of the screen will allow you to control several game options:

File: Select *New* Game to begin a new game.

Select *Load* to resume a previously saved game. Choose a saved game from the list that appears.

Select *Save* to save your current game. Type a name for your game in the box that appears.

Select *Quit* to quit to the DOS prompt without saving your current game.

Options: Select *Tunes* to switch on or off the game's music, or to set the music volume.

Select *Sounds* to switch on or off the ambient sound and speech, or to set their volume levels.

Select *Animations* to switch on or off the 3-D animations that will appear occasionally during your game.

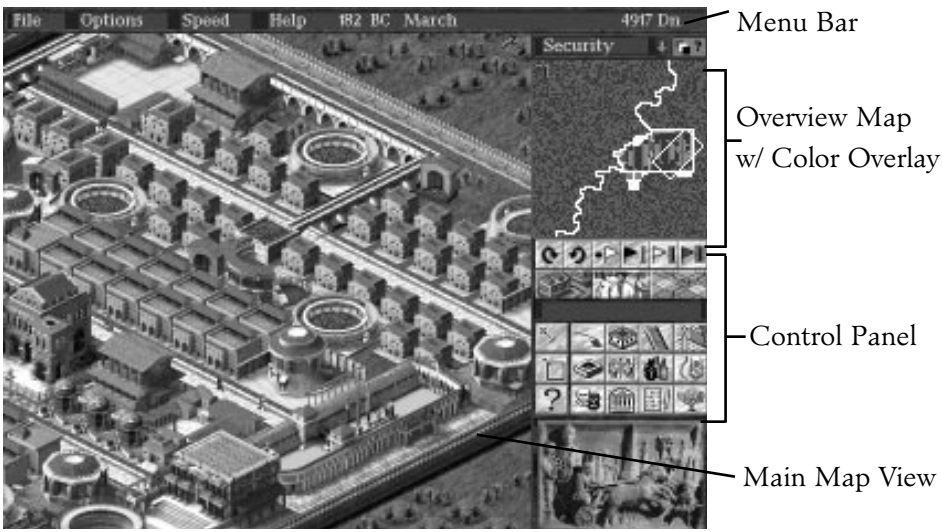
Select *Year End* to switch on or off the *Annual Summary* and Auto Save features. If turned on, the Annual Summary will appear automatically at the end of each year, detailing your population, treasury funds, and tax rates. Auto Save automatically saves your game at each year end, using the name LASTYEAR.SAV.

Speed: Select *Speed* to set the Scroll Speed and Game Speed, from 0 to 10 (10 is the fastest).

Help: Here you may access *Hints and Tips* for better game play, Help information about many basic game functions, and some background *History* about the Roman Empire. Select *About* for information about the production of Caesar II.

Useful Info: The current month and year of the game will be displayed in the center of the Menu Bar as will the amount currently in your treasury.

CITY LEVEL SCREEN



II. THE CITY LEVEL

The City Level screen consists of a **Main Map** View, an **Overview Map**, and a **Control Panel**. The Main Map View is where the real action will take place. Here, you will build buildings, water systems, and roads. Soon your city will come to life — you'll see buildings growing and changing and people hustling through the streets. Certain areas will thrive, others will wilt, and don't be surprised when the occasional emergency pops up at the most inopportune time!

City development is influenced by three main variables: **Land Values, Limiting Factors**, and **Roads**. These variables will be discussed in detail elsewhere in this manual, but briefly:

Fluctuating **Land Values** cause houses and other structures to *rise* and fall in quality. Land Values will rise if an area contains many desirable features, and will *fall* if it contains undesirable features, and will be *limited* if it lacks some essential component or components.

Most structures you build will either enhance or limit the value of the land surrounding it. A Temple or a Theater, for example, will raise Land Values, while a Barracks or a Market will limit Land Values because of noise and pollution. ***Land Values*** *determine how much the structures in your city will grow.*

Some buildings, no matter how many positive influences act upon them, will not rise above a certain quality level due to **Limiting Factors**. A limiting factor for housing might be the lack of a water supply. Even if a house has access

to the best schools, libraries, and theaters, no one wants to live there if it has no water. ***Limiting Factors*** *limit* ***Land Values*** *to certain levels.*

Roads are the essential connections between buildings. A Market may be a stone's throw from a house, but if it is not connected by road, it might as well be across the sea. This is because many buildings produce "walkers" who pass benefits and provide services to the areas they pass. They forge the actual links between your city's buildings. Markets send out Traders, Barracks produce Soldiers, Forums produce Forum Clerks, etc. When your city gets going, you'll see these busy little walkers hustling through the city. They need roads to do their jobs. Of course, buildings that are *very* close to buildings that produce walkers will enjoy their benefits all the time, and not just when the walkers pass.

Note: If your city has no housing, no walkers will appear!

THE OVERVIEW MAP & COLOR OVERLAYS

In the upper right corner of the City Level Screen is a small map that gives you an overview of the entire city. The yellow rectangle in the Overview Map shows you the area you are currently looking at in the Main Map view. It will move as you scroll around the Main Map with your mouse. You may also click on the Overview Map to jump to any point in the Main Map. The north-pointing arrow on the Overview Map corresponds to the north-pointing arrow in the upper right corner of the Main Map. You may rotate the Main Map view by clicking on either of the *rotate*

arrow buttons just below the Overview Map. The Overview Map will not rotate.

Above the Overview map is a pull-down menu that will give you information at-a-glance about all the vital aspects of your city in the form of ***Color Overlay*** maps. Click on the pull-down menu, then select one of the Color Overlay listings.

Color Overlay Maps will show you your city's Geography, Land Value, Water Supply, Security, Unrest, etc. When you select one, the overview map will change to reflect your selection. For a close-up view of the overlay, click and hold the mouse button down on the *Legend Square*, which looks like three colored squares and a question mark. A color key will appear in place of the Overview Map, and the colors will appear in the Main Map to display the information. Solid black areas on overlays indicate a complete lack of the selected feature or service. Map squares that contain housing will outlined in gray, and other structures (aside from roads and plazas) will be outlined in black.

Some of the Color Overlay Maps will leave relevant structures visible on the Main Map. The Security overlay, for example, will leave Barracks and Praefectures visible.

The Color Overlays are a good way to keep your finger on the pulse of your city. Check them often — they just may alert you to an impending crisis in time to take preventive action. Remember to use the Legend Square to place the Color Overlay on the Main Map. You may also use the Zoom controls to set your field of view.

CONTROL PANEL

The buttons beneath the Overview Map comprise the Control Panel. The control panel allows you to perform the following functions:

VIEW CONTROLS

ROTATE ARROWS

These buttons allow you to rotate your Main Map view clockwise or counter-clockwise.

FLAGS

The placement of flags on either your Province or City map allows you to jump quickly to any flagged location. You may place your own flags for convenience, or they may appear automatically to indicate danger. You will only see the flags when you are actually placing them. The following flags are described as they appear, from left to right.

Set Flags: To set a flag, click on the first (left most) flag button. When the mouse pointer changes into a flag, click anywhere on *either* your City Level map, *or* your Province Level Map to place the flag. You may set several flags on either map. To remove a flag, click on the flag again.

To go to the flagged locations in your city, click on the second flag button. This is the **City Flags** button. If

you have set more than one flag, click on the **City Flags** button multiple times to jump to each location in succession.

Likewise, click on the third **Province Flags** button to go to the flagged locations on the Province Level.

A red **Danger Flag** will appear automatically in areas where some kind of emergency is taking place in your city or province (e.g. a Barbarian raid, fire, plague). The Danger Flag always indicates the source of the *most recent* danger. When an emergency occurs, a message box will inform you, and will often give you the option to go to the location immediately. After the message box is gone, click on the red **Danger Flag** button at any time, and you will be transported to the most recent danger flag.

GO TO...

Beneath the **Flag Buttons** are the following:

Go to City: If you are on the City Level, you're already there, and this button is inactive. If you are on the Province Level, click here to go to the City Level.

Go to Forum: This button takes you to the Forum, your main center of government, where you may consult with your advisors, check your ratings, and implement decisions (see ***Forum***, page 56).

Go to Province: This button transports you to the game's Province Level.

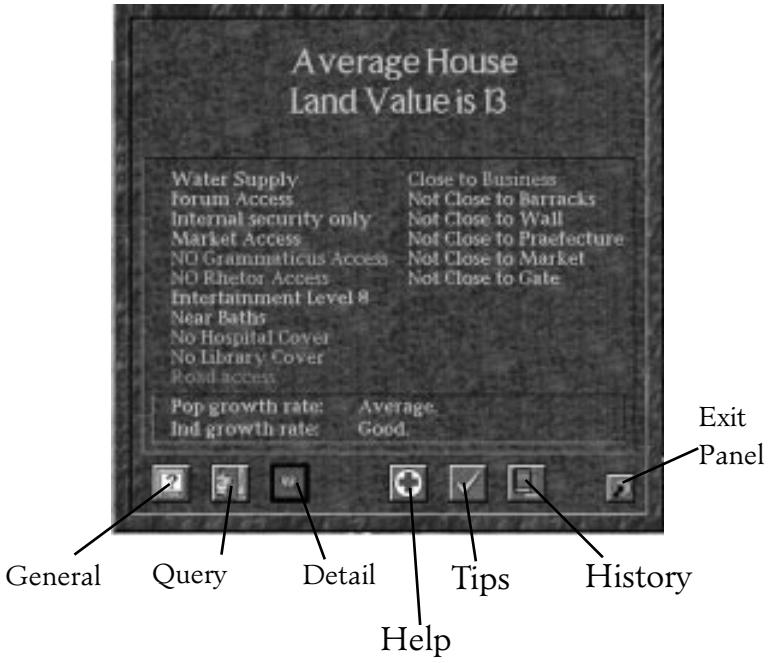
Text Window

Beneath these three buttons is a small **text window**. The window displays the function of various buttons as you roll your mouse pointer over them. When your mouse pointer is positioned on the Main Map View, the window will display the cost in *Denarii* of the currently selected structure or function.

ZOOM IN/OUT

Zoom In: There are three view levels available in your Main View. When you select the **Zoom** In button, your mouse pointer will turn into a cross-hair. Click anywhere on the Main Map View to zoom in on a particular spot.

Zoom Out: Click on the **Zoom Out** button to expand your Main Map View.



QUERY

Note: In most cases, the Query button has the same effect as right-clicking on an item.

On the City and Province Levels, the Query button is a convenient way to find out information about all aspects of **Caesar II**. Simply click on the Query button, and your mouse pointer will turn into a question mark. Then click on any feature or button on the screen, and an information panel will appear. In many cases, the panel will contain buttons that offer **Help**, **Tips**, and **Historic Background** information about the selected item.

On the **City Level**, the Query button gives you access to many key pieces of information about your structures. If you have difficulty determining which buildings are which, just use the Query function to find out the name of the building, its level of development, its Land Value (from 0 to 64), etc.

For each structure, the Query button brings up an information panel with several buttons. The General button gives you a single statement informing you of any pressing problems or deficiencies, or of the general state of the structure.

The Detail button gives you a list of factors that act either positively or negatively on land values. Any listing in **Red** indicates a ***Limiting Factor*** — a negative influence that is preventing the structure from developing. To maximize development in your city, try to eliminate these limiting factors as best you can. Any listing in **Green** indicates a need that is satisfied for the structure. Any listing that is **Gray** indicates a factor that does not have any effect on the selected structure.

The Query button also allows you to interact with the **People** who work in your city. Just select an area of road where at least one person is walking. In the panel that appears, click on the button that looks like a person, and one or more person icons will appear. Select a person icon to see the person's name, occupation, and opinion about some area of his life.

BUILD BUTTONS

At the start of a game, your city will consist of nothing but empty terrain. To build structures:

* Simply select the button on the control panel for the structure you would like to build, and then click on the Main Map where you would like to place the structure.

*You may also build some structures by clicking on their build button, and then clicking and *holding down* your mouse button, dragging the mouse pointer across the map. In this way, you can place a length of aqueduct, a strip of road, or a block of housing without having to click multiple times.

Below is a description of each build button (and the Clear Area button) on the City Level control panel:

CLEAR AREA

This function allows you to demolish structures and roads, and clean up areas of rubble. Select this button to activate Clear mode. Then click on any previously built structure on your Main Map to destroy it. While Clear mode is active, the cost displayed in the text window is the cost *per map square* of destruction. To demolish a building, just click on it. To clean up the resulting rubble, click once again on each square that contains wreckage while you are in Clear mode.

Note: If you clear a square that has two

structures (i.e. road and aqueduct) you will be given the option to either clear both structures or just one.

HOUSING

Housing: People will only move into your city and build nice houses if you provide pleasant areas for them to live. All housing will begin as small *Huts*, which will develop and grow only if they get what they need. If you fail to provide for the basic necessities of your housing, your residents will pack up and leave, and your houses will vanish. Housing also must be present in order for other buildings to produce walkers.

There are twenty levels of housing, ranging from *Hut* to *Palace* (see *Appendix*, page 84). The higher-quality housing attracts more people, who earn higher income and pay more taxes, so it is wise to encourage housing to develop. The development of housing depends on *Land Values* (see ***Land Values***, page 44).

ROADS

Road: A good network of roads connecting your buildings is vital to your city. Many buildings need to be connected to other buildings in order for your city to function. Houses must be connected to Forums in order for your tax collectors to do their jobs. Markets must have roads for their traders to travel. Barracks and Towers send out soldiers, and Praefectures produce vigiles who need roads to

patrol. And workers need roads between housing and their businesses.

While many buildings need roads, some do not. Bath Houses, Entertainment structures, Temples, and Schools are designed to be accessed on foot, and therefore *do not* need road access.

Roads do not evolve, they remain the same as long as they are adequately maintained. If you find that sections of your roads are disappearing spontaneously, check to make sure you have an adequate number of Plebs assigned to road duty (see **Forum**, **Plebeian Tribune**, page 64).

The cost displayed for road construction is cost *per map square* of road. You may place a road square by square, or you may hold your mouse button down and drag over the map to lay a length of road. Roads may be built through walls, under aqueducts, and over rivers to form bridges. A few buildings, like hospitals, schools, and libraries

Note: A Plaza serves the same purpose as a road, but it is nicer and has a positive effect on land values.

FORUM

Note: This following section refers to the forums you will build in your city, not your *personal* Forum, which you will visit to hear advice, set tax rates, organize Plebs, etc. That one is discussed on page 56.

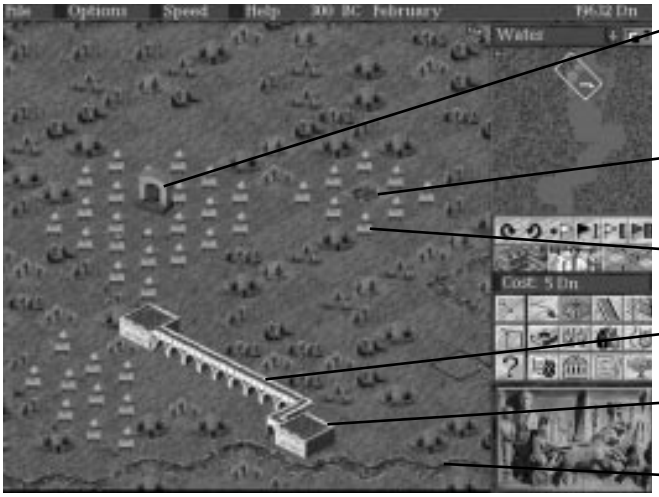
Forums are your city's centers of government. Their primary role is to collect industrial taxes from your businesses and population taxes from your citizens. They also act as gathering places for the masses, so people will want to live near them. An absence of forum access will limit a neighborhood's growth.

Your forums must be adequately linked via roads to all houses and businesses in the city. Forums send out *Forum Clerks* to visit housing areas and bring in municipal cash. A forum also has a square radius in which tax coverage is high regardless of the clerks. If you do not have adequate forum coverage, taxes may go uncollected, and your city will suffer.

There are three different classes of forums: Aventine, Janiculan, and Palatine. The more advanced classes occupy larger map areas and provide tax coverage for more territory, but they will be available only after your city advances a bit and your engineers develop their skills.

Any class of forum will grow visibly fancier if its land value rises, but it will always remain the same size.

A WATER SYSTEM



WATER

For your city to develop, you will need a good water system. You have four types of water structures at your disposal: Reservoirs, Fountains, Aqueducts, and Wells. All areas on the City Level can potentially have two types of water access: **water supply** (water that is directly available to the public) and **pipe** access (water inside an underground pipe network, available indirectly, through Reservoirs to Fountains and Bath Houses).

In order to develop, housing must be in an area with a **water supply** from a reservoir or a fountain. Housing can get water from rivers and wells, but people

consider this low-class, so it will be a *Limiting Factor*, restricting land values.

Tip: The Color Overlay Map for water can be a great help to you in designing your water system. Also, check the *Detail* option on the Query Panel to check whether or not a structure has a water supply.

Reservoirs: Reservoirs provide the foundation of your city's water system. A reservoir will only function when it is either adjacent to a river or connected to a full reservoir via an aqueduct. You may create a string of up to four reservoirs, but the outer reservoirs in the string will be able to supply water to a smaller range than those closer to the river.

A reservoir creates a **water supply** in a small radius, and a zone of **pipe access** in a wider radius. Houses built *inside* the water supply radius will have water, and they will be happy. Houses built *outside* the water supply radius (even if they are within the pipe access radius) will not have water, and will have limited development.

In the latter instance, you can make the houses happy with the construction of a **Fountain**.

Fountains: Fountains create the largest area of water supply. A fountain must be placed within a reservoir's zone of pipe access. It will then use the **pipe access** to create a usable water supply for the area around it. Multiple fountains can draw from a single reservoir. Building a network of fountains supplied by reservoirs is a very effective way of supplying your city with water.

Aqueducts: You may place a length of aqueduct by clicking on a line of map squares, one at a time, or by dragging across a map area while holding your mouse button down. An aqueduct can only be used to send water from one reservoir to another reservoir. In this way, you can send water all over your city. You cannot connect aqueducts to Fountains or Wells.

Wells: A well is a cheap way to create a water supply for a relatively small area. Wells do not create any pipe access. They can be built anywhere, but they only supply a primitive water supply that will limit land values.

Rivers: Rivers can serve as a primitive water supply for people along its banks, but people do not like this, and it will severely limit land values.

The following is a good way to begin to create a water system:

1) Place a reservoir next to a river.

2) Click on the pull down menu above the Overview Map, select the Color Overlay Map for *Water*, and click on the three-colored *Legend Square*. You should see a color-coded area of water supply, and a further-reaching area of pipe access (the smaller area will be purple, because it contains both types). Make sure that *pause* is turned off for at least a moment so that the game can register any changes.

3) Place a fountain on the Main Map within the reservoir's range of pipe access. Then check the Overview Map again. You should

see a wider-reaching radius of water supply surrounding your new fountain. You may build housing on any square that is within *water supply* range of either the reservoir or the fountain, and those houses will have water.

Note: Your water system will need a work force to maintain it. If you have created a water system that appears sound but still doesn't work (i.e. empty fountains, thirsty housing, etc.) check to see if you have enough Plebs assigned to water maintenance. To do so, go to the **Forum** and consult the **Plebeian Tribune**.

SECURITY

Security on the City Level is essential for several reasons. A horde of Barbarians may raid your city, internal riots may break out, thieves may strike, and fires may erupt. Security on the City Level will complement any security you may have on the Province Level. If a band of barbarians begins to move toward your city, for example, the best thing to do is send a cohort to stop it on the Province Level (See ***Province Level***, page 46). If the band does manage to get into the city, your internal forces will be called upon. The following security measures will help prevent such crises in your city and will enable you to deal with them if they do arise:

Walls and Towers: Walls enclose areas to protect them from Barbarians. You must enclose an area

entirely in order to secure it. For purposes of enclosure, rivers are equivalent to walls because Barbarians cannot cross them without bridges. Watch out for breaks in your walls! Towers strengthen walls, and serve as posts for soldiers. If invaders enter the city, soldiers will emerge from your towers to counterattack. To build a **gate**, just run a section of road through a wall (or vice versa).

Barracks: Barracks send *soldiers* out to patrol the city in search of Barbarians and rioters. Soldiers will take the initiative to attack and kill any such undesirables. They will also enhance the security level of any areas they walk past (within a range of a few map squares). Ironically, although Barracks protect and serve the city, residents hate to live near them, and they limit land value. Residential areas should ideally have good *road access* to barracks, but be at least several squares away from them.

Praefectures: Praefectures send out *vigiles*, or watchmen, who patrol the city in search of rioters and fires. A strong vigile presence will help prevent riots *before* they start (fires may be prevented by assigning Plebs to fire duty). If a fire or a riot *does* break out, the vigiles will take care of it automatically as soon as they discover the problem. Like soldiers, vigiles will enhance the security of any area they walk past. Like Barracks, Praefectures are undesirable to live near, so they limit land value. Make sure that there is good road access between your praefectures and your housing.

If security is too low in areas of your city that contain Temples, robberies may occur.

Robberies deplete your treasury, which is stored in the Temples.

Each building in your city will have one of three security categorizations: ***Internal***, ***External***, or ***Maximum***. "Internal" security refers to protection from forces within the city — protection in the form of passing *vigiles* and *soldiers*. "External" security refers to protection from forces outside your city — in other words protection by a *wall*. If a building has both internal and external security, it's categorization will be "Maximum."

INDUSTRY

Industry on the City Level consists of **Markets** and **Businesses**, which, in a full game, work in conjunction with industrial sources on the Province Level.

Markets allow commerce to take place in your city. Markets send out traders who use the city's road system to seek out potential customers. In addition to the general business they do, markets will also sell the goods produced by *businesses* in the city. Markets will have little colored awnings that represent their trade. The busier the market, the more awnings you will see around it, so its performance is apparent at a glance. To succeed, markets need good road access, and a steady supply of goods from city businesses. Although residents need access, they do not like being *too* close to markets — this tends to limit land values.

Businesses take raw materials from outside the city and use them to produce consumer goods (see

Province Level, Industries, page 51). A business will transport its processed wares to a market to be sold. Like markets, businesses limit housing development. They do need a local work force, however, so you may have to build some housing nearby. Walking workers near your businesses will represent the work force. Businesses will look for workers nearby in a square radius. The output of a business is represented by small jars in the "loading area" of the business building: the more jars, the more successful the business. The maximum output of a business is seven jars.

An Example Scenario:

It is easier to explain and understand the game's industrial system by sketching an example scenario. Here is how an industrial system might work, taking into account both the Province and City Levels:

On the Province Level, you build a farm not too far from your city, and decide to grow Grapes (see **Province Level — Industry**, page 51). After your farm has been operating for a short time, you will need to build a Grape Business, or winery, inside your city. On the City Level, you click on the *Industry* button on your control panel, select *Grapes* from the menu that appears, and place your new winery.

When you build a business on the City Level, you should make sure that your city contains enough *markets* to sell what the business produces. You might want to build a market right next to a business to be sure. You should also be sure that you have a high enough

population to support the business. You will need a workforce in addition to a customer base. If a business has a steady supply of raw materials from a provincial source (farm, mine, quarry), a large consumer and working population, and adequate market access, then it will be profitable.

In addition, export routes to other towns (especially border towns), ports, and trading posts on the Province Level will help businesses.

When a business begins to produce, jar icons will appear next to it, indicating its production. Each jar represents a certain quantity of output.

If a business does not perform well at first, give it some time. Remember: goods must first be produced on the Provincial Level, then transported into the city to be processed, and *then* sent to a market to be sold. Also, it may take some time for workers to join the business. If after a while the business still lags, it may be because your city population is too low, your road network is deficient, or the economy is in a slump. In general, markets and businesses will keep pace with your city.

The following factors influence the success of business in your city:

* **Taxes**: Make sure your industrial tax rate is not excessively high. Overtaxing can stunt your Industrial Growth Rate and shut businesses down.

* **Population**: The larger your population, the greater the demand will be for whatever goods you produce.

* **Workforce**: Businesses need employees. Without workers living nearby, output is curtailed.

* **Access**: Make sure you have road access connecting business to markets, and markets to people.

* **Demand**: In a full game, roads on the Province Level serve as export routes, connecting your city with other Roman Towns, trading posts, and ports in your Province. This will improve business.

* **Supply**: In a full game, businesses need industrial sources on the Province Level.

Note: If you are playing with "City Building Only," you will automatically receive raw materials with which to establish businesses, even though you are not developing industries on the Province Level. Each city will have different supplies of various goods, which can support different types of city businesses.

SANITATION

If sanitation is not tended to in your city, disease may occur. Disease, which is represented by small skull symbols on the Main Map, destroys housing and lowers land values. If a plague occurs you can eliminate the immediate problem by clearing the infected housing, but disease will return if you

do not address the larger problem of poor sanitation. You may do so with **Bath Houses** and **Hospitals**.

Bath Houses: Be sure to build Bath Houses in areas that have pipe access, and are near housing. Bath Houses raise the land values of surrounding areas, and will raise your city's Culture rating. Bath Houses will develop and improve in appearance as their land values go up. A Bath House provides sanitation to certain radius around it. A larger, more developed Bath House will serve a wider radius. Bath Houses do not need road access.

Hospitals: Hospitals serve the entire city, and not just the areas near them. Your city's *Hospital Coverage* is expressed as a percentage, and is displayed in each building's Query panel. If your Hospital Cover dips below 100 percent, housing throughout your city may become diseased. In this case, you should build another hospital.

Hospitals need road access. They also must be within areas that have tax coverage by a Forum, so that Forum officials may administer the hospital.

ENTERTAINMENT

The people of the Roman Empire expect more out of life than just the humdrum essentials. They will not be happy unless they have access to some kind of entertainment, whether it be a play at the theater, a chariot race at a circus, or a gladiator fight in the local arena. In order to *really* give land values a boost, an area

should be close to all three types of entertainment buildings: **Theaters, Arenas**, and **Circuses**.

Each building in your city will have an **Entertainment Rating**, from 0 to 9, based on its proximity to the three varieties of entertainment buildings. For example: if a house is very close to a Theater and very close to an Arena, but nowhere near a Circus, it would get 3 points for Theater access, plus **3 points** for Arena access, plus **0 points** for Circus access, for an Entertainment Rating of **6**.

The larger, fancier versions of the entertainment buildings will not be available to you until after your city is somewhat developed.

In addition to raising land values, Entertainment buildings will also improve your city's Culture rating.

Each of the three Entertainment buildings is designed to be accessed on foot, and therefore does not need road access.

Theater: Theaters where plays, operas, and other shows are performed, come in two sizes: the basic Theater, and the Odeum. The two serve the same purpose, except that an **Odeum** will reach a larger area than the basic Theater. Theaters and Odeums do not need road access.

Arena: The arena is a place where spectators come to watch staged fights between captured enemies, wild animals, slaves, and so on. If a regular arena ceases to adequately thrill your populace, you will eventually be able to build

the more advanced **Coliseum**, which will be accessible to a wider area.

Circus: The circus is an oblong track where chariot races are held. The larger **Circus Maximus** is an impressive building that will draw huge crowds and impact a larger region. Circuses are rectangular in shape. You may place one in any orientation in your city by using the rotate arrows on your control panel.

WORSHIP

In addition to providing places of worship, religious buildings provide secure storage for your treasury's gold. If your city begins to accumulate wealth but has no religious buildings in which to secure it, robberies are likely to occur. More wealth creates a need for more religious buildings. Religious buildings come in three sizes: **Shrine**, **Temple**, and **Basilica**, which increase in size, cost, and capacity respectively. Since these buildings store valuables, be sure to build them in places with high security levels (i.e. with road connections to Barracks and Praefectures) or they may fall victim to crime.

Religious buildings develop based on land values, and on the size of the city's population. Placing them is a good way boost land values, and to raise your city's Culture rating. Religious buildings serve a surrounding radius, and do not need road access.

EDUCATION

Educational buildings raise land value and boost your city's Culture rating. There are three types of educational centers that you can build in your city: the **Grammaticus**, the Rhetor, and the Library.

The Grammaticus is a school for young children, while the Rhetor is a school for older students. Housing needs schools to develop — a lack of schools serves as a **Limiting Factor** on development. These structures serve a surrounding radius, so each pocket of housing may need its own schools.

Libraries, on the other hand, are similar to Hospitals in that they serve the *entire city* rather than just their immediate area. Libraries may not be available for construction until your city reaches a certain size. A Library needs road access, and like a hospital, it must be within tax coverage range of a Forum.

All housing will benefit from a Library at any location. This is not to say that a single library will be enough for a large city. Library Coverage, like Hospital Coverage, is expressed as a percentage. If your Query panels indicate Library Coverage below 100 percent, it may be time to build a new library.

AMENITIES

Building Gardens and Plazas will boost land values by providing pleasant public places for your citizens. They will also help you to raise your Culture rating. Sections of Plaza also serve as sections of road.

GENERAL CONCEPTS

MONEY

Money is what makes everything in the game happen. It pays for construction, labor, and defense, and it appeases the Emperor. The unit of currency in Imperial Rome is the Denarius — the plural (and hopefully you will have more than one) is *Denarii*. The amount of Denarii you have in your coffers will be displayed at all times in the upper right corner of the City Level and Province Level screens. Your Denarii will be stored in your Religious Buildings, and can be stolen if security is low.

You have two sources of income: *Population Taxes* and *Industrial Taxes*.

Population Tax is a percentage of each household's income. Both population size and housing quality determine population tax. The higher quality houses contain people with higher incomes, who pay more taxes. You should work to increase your population and develop your housing to maximize population taxes. Be careful: if you raise taxes too high, people will not want to live in your city, your population may drop, and the public may hold it against you for a long time!

> ***Note:*** *Population is a key component of city success. Most of your ratings will be affected to some extent by your population. Work hard to make your city a desirable place to live!*

Industrial Tax is a percentage of the earnings of your businesses, which come from output. Each business in

your city will have a number of jars next to it, representing its output. You must maximize output by boosting both *supply* of raw materials and *demand* of the population. You should also try to establish a network of trade routes on the Province Level. If you raise industrial tax too high, businesses may collapse.

Your expenses will include construction costs, Legion wages, Pleb welfare, annual tribute, and your own salary.

To be successful, you must balance your income and your expenses so that you earn a profit, otherwise you will be unable to afford to enhance your city. Your **Prosperity** rating will only improve if you can consistently make a profit. A good city will need substantial income from population and industrial taxes to prosper.

POPULATION

Your city's population will grow or shrink based on the conditions of city life. Population is key to your success as a governor — all ratings are affected to some degree by the city's population — and you should do all that you can to promote a healthy level of population growth. This means providing culture, health facilities, education, and other services that enhance urban life. You should also pay special attention to your population tax rate — a steep tax hike may raise some quick Denarii, but your citizens will resent it, and they do not forget easily.

LAND VALUES

Land Values determine the extent to which buildings in your city (housing, in particular) will develop or decline. Each map square will have a value ranging from **0 to 64**. There are many ever-changing influences which will overlap and work with or against each other to raise or limit the land value of any given square. In other words, it may not always be easy to figure out exactly why any given square's value is higher or lower than another's.

There are, however, some basic rules to keep in mind when trying to manage land values.

Every structure that you place down will have a radius within which it boosts land values. ***However***, some types of structures will also have the effect of capping, or limiting the value of the land around it. Structures that *limit* land values are as follows: Barracks, Praefectures, Markets, Businesses, Walls, Gates, and Towers. While these structures are necessary and positive for your city, they just don't make good neighbors, so land values near them will always be limited.

The only influences that will actively *reduce* land values are rubble, fire, and plague. You would be wise to eliminate these as soon as possible.

Other structures — Bath Houses, Forums, Temples, Entertainment centers, Hospitals, Schools & Libraries, and Amenities — will have only positive effects on land value. These structures provide valuable services *and* are a pleasure to live near.

In addition to the radius of influence that structures exert, some structures also produce *walkers*, which patrol the streets and provide benefits to any areas they walk past. Praefectures, for example, send out *Vigiles* which pass a security bonus to any building within a range of two map squares that they walk by. Markets send out *Market Traders*, and Barracks and Towers send out *Soldiers*. Keep this in mind as you design your road system. Areas that receive much road traffic will have the highest potential land values.

GROWTH RATES

You city will have both an **Industrial Growth Rate** and a **Population Growth Rate**, which indicate the trends for development in the city. To check your growth rates, just right click on any structure on the City Level . You should strive to keep both rates as positive as you can.

Industrial Growth Rate is determined primarily by your Industrial Tax rate. The higher your Industrial taxes, the lower your Industrial Growth Rate will drop. In addition, any sharp increase in Industrial taxes will cause lingering damage your Industrial Growth Rate.

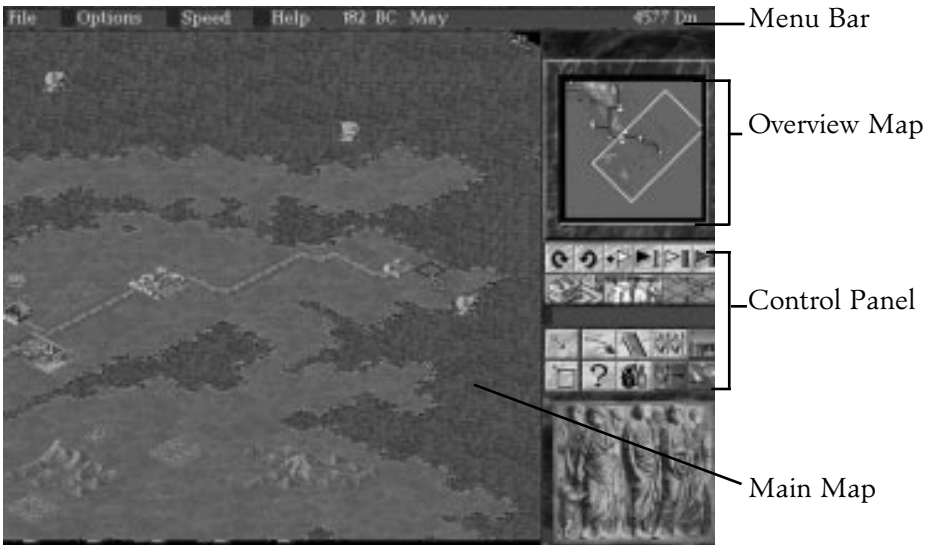
Population Growth Rate is based on your Population Tax Rate, your level of employment, and on the inherent temperament of the people in your Province. If your taxes are low, employment is high, and if your people are happy with your regime, your Population Growth Rate will be high, and you will benefit.

III THE PROVINCE LEVEL

The Province Level places your city in its actual surroundings, and puts you in charge of an entire region of the Roman Empire. When you first begin to govern a new province, all of its inhabitants may not appreciate the power and glory of Rome, and may even resist your rule. It is your job to bring the entire province under your control, and to create in it a single organized economic and social system.

Your view controls on the Province Level are the same as those on the City Level. To move from the Province to the City Level, you may use the **Go To City** button, or you may right-click on the city itself on the Province map.

PROVINCE LEVEL SCREEN



On the Province Level, you may build farms, mines, quarries, ports, and trading posts. Each of these will complement your city's economy in some way. For example, if you build a *Sand Quarry* on the Province Level, you will be able to build a *Glassworks* inside your city, where the sand will be used to produce glass. The finished product will then automatically be transported to the city's *Markets*, where it is sold to the residents. Successful businesses generate more *Industrial Taxes*, which mean a wealthier city.

Industrial sources on the Province Level must have road access to your city. They must also have *Warehouses* and, in some cases, *Work Camps* adjacent to them. *Warehouses* store goods until they are either consumed by a business on the City Level or given to the Emperor. *Work Camps* provide living quarters for the site's Plebeian work force.

Note: As you grow your Province Level economy, you must make sure to allocate sufficient Pleb labor to *Provincial Work* (See **Forum, Plebeian Tribune**, p. 64).

Security is also a concern on the Province Level. You may build *Provincial Walls* to keep out invaders, and *Forts* to house your soldiers. If a hostile force heads toward your city, you must have a strong Legion of soldiers to intercept it.

Scroll around your Province Map, and right-click (or use the Query function) on the features you see. In addition to your city, you may see mountain ranges, grasslands, farmlands, quarry/mine areas, and other settlements. *Roman Towns* are friendly settlements that will

grow if you build roads between them and your city. *Tribes* are hostile communities that are resistant to Roman rule. To bring a tribe under control, you must send a Cohort to subdue it by force.

If your Province is bounded by water, a white arrow on the far edge of each seaward side of the Province Map indicates the trade opportunity that lies in that direction by sealane.

The following features are available on the Province Level:

ROADS

You may build roads on the Province Level the same way you build them on the City Level: simply click on the *Roads* icon, and place or drag road sections square-by-square. There are no "walkers" on the Province Level, but it is vital that most buildings you build be connected to your capital city via roads. A good road system will do wonders to bring your Province together. When you connect your city to small, isolated villages, you will most likely see them grow and develop as they enhance your city's trade economy. On the down side, roads also allow invading Barbarians to travel faster. You may build roads through *Grasslands* and *Woodlands*, but not through *Mountain Ranges, Farm or Quarry/Mine Land*, or on top of *Towns*.

Commerce will pass through towns and other structures, but Cohorts will not.

SECURITY

PROVINCIAL WALL

Provincial Wall construction works in the same way as *City Wall* construction on the City Level. You may enclose all of your Province's exposed borders, or you may enclose only part of your Province. But be aware: if you separate economic sources (Farms, Quarries, etc.) or towns from your city, their output will be diminished. All sources within your Province want to be protected, so you should avoid dividing your province.

FORT

You may build as many as ten Cohort Forts in your Province, anywhere except on mountains and atop other settlements. Each fort creates a Cohort, or army, that you command. A *Cohort* will appear on your Province Level map as an army beneath a waving *battle standard*, or banner. The first Cohort you organize will be your *Prima Cohors* (First Cohort), and each additional one will have its own name, makeup, and ever-changing morale. The forces of your *Legion* (your entire armed forces) will be divided evenly among the forts you build, so that the more forts you have, the smaller each Cohort will be. You will manage your Legion in your Forum (see **Forum, Centurion**, page 60).

TRADING POSTS

Trading Posts allow you to do business with lands outside your Province. Goods will be sent to Trading Posts by border towns in your Province. The closer a border town is to a Trading Post, the easier it is for you to trade with that town. By building Trading Posts near these towns on the edges of your Province Map, you will receive valuable goods from each direction. You will also increase the demand for exports in your city. To see which goods a border town will send to a Trading Post, go to the **Forum**, and consult with the **Merchant**. Any Trading Post must have a *Warehouse* adjacent to it, and must have road access to the capital city. Trading Posts do *not* need *Work Camps*.

PORTS

Ports provide trade access to lands overseas. When you build a port, it may do business with the province indicated by the white arrow on its side of your Province Map. A Port needs a *Warehouse*, but does *not* need a *Work Camp*. Goods brought into the port will remain in its Warehouse until it is either used by a City Level business, or sent to the Emperor at his request.

Each ship you see in the ocean on your Province map carries a specific cargo load. Ships come into a port, unload their cargo, and leave. You may right-click on any ship to see what type of cargo it is carrying. When

you build a Shipyard adjacent to a Port, it increases the number of ships plying your waters, and so will boost your trade.

INDUSTRIES

All industries operating on the Province Level need a supply of Pleb labor. Make sure enough Plebs are assigned to Provincial Work to meet the demand. All industries in your province will have an icon above them, indicating the type of goods they are producing.

If an industrial source calls for a Warehouse or Work Camp, you must build each structure right next to its source.

Farms can be placed on patches of *Meadow*, which are represented on the map by flat, brown and green areas. You will not be able to place a farm on non-farmland. When you place a farm, you will be given a choice of what type of agriculture it should focus on (i.e. wheat, grapes, cattle, etc.). The types of agriculture available will vary from province to province. Farms must be connected to your city by roads, and must be accompanied by *both a Warehouse and a Work Camp*.

Quarries and Mines can be placed on *Rocky Areas*, indicated by rocky patches on your Province Map. As with farms, mine and quarry options will vary from province to province. You may choose to mine lead, copper, gems, or iron, or to quarry stone,

clay, marble, or sand. A Quarry or Mine needs *road access*, a *Warehouse*, and a *Workhouse*.

INDUSTRIAL SUPPORT

Warehouses are needed by industrial sources to store excess goods. You must build a Warehouse directly adjacent to its industrial source. You may build as many warehouses adjacent to industries, ports, and trading posts as you need to store excess goods. You will be prompted to build a warehouse, if appropriate, whenever you build an industrial source or port.

Work Camps, like Warehouses, must be adjacent to their industries. Work Camps provide housing for the laborers who keep the source running. You will be prompted to build a Work Camp, if it is needed, whenever you build an industrial source on the Province Level.

Shipyards must be built adjacent to *Ports*. By producing ships, a *Shipyard* will increase the productivity and output of its *Port* by building more ships to trade with the nearest sea lane.

ORDER COHORT

This function allows you to issue orders to any of your existing *Cohorts*. You may set and assign patrol routes, send a Cohort after an enemy, or to return the Cohort to its home fort. You may call upon your armies to deal with several types of enemies (see page 54).

If your Province contains any ***Local Tribes***, you may send a Cohort to subdue them. Tribes are communities that have not accepted Roman rule yet. To reign them in, just set a Cohort route that ends on the tribe's location. And make sure the Cohort is up for a fight, because tribes are fiercely independent.

To issue orders, click on the *Order Cohort* button on the Province Level. Your mouse pointer will change to a sword. Place it on the Cohort you would like to command, and click. A panel will appear, telling you the number and composition of the Cohort's soldiers, its Morale, and a general description of its readiness for battle. Beneath this data are three buttons:

Select ***Movement Route*** to issue movement orders. Over your mouse pointer, a marker will appear, connected to your Cohort by a dotted line. Each additional marker you set by clicking your mouse will set a waypoint for the Cohort's patrol route. You may set as many as ten waypoints. Click on the final waypoint twice to indicate that you have finished. If your final waypoint is atop a previously set waypoint, the Cohort will repeatedly patrol this "looped" route. To intercept a moving enemy, just set the first

waypoint on top of the enemy. Cohorts can travel on or off roads, but will move faster on them.

Select ***Return to Fort*** to send the Cohort automatically back to its Fort. You may use this command to pick up additional troops as they become trained (See **Forum, Centurion**, page 60).

Select ***Come to Rest*** to order a moving Cohort to stop and await further orders

For more information about Legion and Cohort management, see the **Centurion**, in the **Forum** section of this manual, and **Your Legion** in the **Combat** section.

BARBARIANS & OTHER ENEMIES

You will be alerted when hostile troops are sighted moving within your Provincial borders. Enemy Armies will look similar to your Cohorts, and you may get some information about them by right-clicking on them. To do battle against an adversary, just march a Cohort right into the enemy unit (see **Order Cohort**, page 53). You may encounter several types of hostile force:

Raiders come from outside your Province and will try to take over outlying towns. If they capture one, it becomes a Tribe. Raiders may also destroy industrial sources if they come across them.

Invaders also come from the outside — they will most likely make straight for your City and try to conquer it.

Uprisings originate from Tribes within your Province, and will try to depose you by destroying your city.

There will be many different varieties of enemies that you will encounter, such as Greeks, Etruscans, Dalmatians, and so on; and each will have distinct tactical abilities and favored maneuvers in battle. After you play **Caesar II** for a while, you will develop a sense of how each enemy behaves.

Enemies will also have distinct troop types, some of which may prove to be quite interesting (scouts have even reported the use of elephants by enemy cavalries!).

You should try to defeat any type as soon as you can, and you *must not* let any hostile parties enter your capital city. You would also be well advised to send a strong Cohort to any **Tribe** (of any size) that is in your Province. Tribes often produce **Uprisings** that try to sack your city.

Invaders themselves come in several varieties, each of which will have its own style and techniques of fighting.

IV THE FORUM

The Forum serves as your main government headquarters. Here you may:

* Monitor your Empire, Peace, Prosperity, and Culture ratings.
* Communicate with the Emperor.
* Check your industrial performance.
* Set taxes.
* Manage your Plebeian work force.
* Manage your Legion.

THE FORUM

* Keep up with many other aspects of your City and Province.

To enter the Forum from either the City or Province Level, click on the *Go To Forum* button on the Control Panel. Select any of your advisors in the Forum by clicking directly on them to consult, receive advice, and issue orders. Your mouse pointer will change when it is over a hotspot in the Forum.

THE ORACLE

The Oracle on the far left side of the Forum shows you your performance in the four Ratings: *Empire, Peace, Prosperity*, and *Culture*. If you want to receive a promotion and advance to a new province you will need to achieve a minimum rating in each category *and* a minimum combined average rating for all four categories. Click on each category's box for advice on how to boost your ratings.

Empire: This rating judges the extent to which you have spread your influence throughout your Province and beyond. To increase your Empire rating, you must establish a far-reaching network of trade and communication links. Build roads to connect your city with the other Roman Towns in your Province; build Ports and Trading Posts to access areas beyond your Province borders. Your Empire rating will also improve when outlying towns grow and develop, and when your city's population grows.

***Note**: The Empire rating will not apply to City Level Only games.*

Peace: This rating gauges the safety and security of your population. Also, the larger your population is, the greater your peace rating can become. On the Province Level, this means having enough ***Cohorts*** to stop any hostile forces quickly *before they can reach your city!* The Barracks and Tower soldiers in your city will deal with riots and/or invaders, but they will not help your Peace rating. By the time they are needed, the rating will already have dropped. Make sure that any rebel or Barbarian activity is dealt with swiftly and decisively. Keep up a strong Legion and place your forts strategically throughout your province. The Peace rating will fall when a threat appears, but will rise if the threat is dealt with promptly.

Note*: The Peace rating will not apply to City Level Only games.*

Prosperity: The Prosperity rating is a measure of your financial management skills. It reflects how well you balance taxation and government spending with the need to encourage business, industry, and population growth. A large population, and a large and thriving economy will bring in more industrial and population taxes. Do your best to stay out of debt, spend wisely, and strive for long periods of profitability.

Culture: This rating measures your city's cultural richness and diversity. An abundance of Schools, Libraries, and Hospitals will boost this rating, as will Gardens and Plazas, Religious buildings, and Entertainment centers. Population growth also helps to boost this rating.

Note*: The buildings mentioned above will only boost your Culture rating if they lie within the tax coverage range of a Forum.*

THE SCRIBE

Consult the Scribe if you would like to take a look at his collection of graphs illustrating City Population, City Funds, Population Tax Income, and Industrial Tax Income over the past several years. Click on the right and left arrows to adjust the time span shown in the graphs.

THE MERCHANT

Select the Merchant to access a list of several available industrial commodities and the status of each in your Province. In a full game, the first column shows the number of *units* of each item produced in your Province. Note that the bottom four listings refer to commodities available outside of your province, beyond each of the four sides of the Province map. A ***ship*** icon in the first column indicates that this item is available via overseas trade, and requires a Port. A ***caravan*** icon indicates that the item is available via overland trade route, and requires a Trading Post. Building the appropriate structure on the appropriate side of the Province map will bring these commodities into your Province.

The second column shows how many units of each commodity you have in storage. If you have a lot of stored goods, you might consider opening another business — *if your population will support it* — to process and sell the excess. You will want to keep some goods in storage — the Emperor will request things from time to time, and if you fail to deliver he will be quite angry.

The final column shows the number of factories, or businesses, in your city that are currently working on the commodity, and the percentage of the production capacity that is being met. If you have factories with low percentages, they may not be receiving enough raw materials from provincial sources. Consider building new sources or stepping up trade to maximize efficiency. Ideally, you will want to keep storage fairly low, and supply percentages at 100 percent.

***Note**: In a City-Level-Only game, only the relevent infomration will be listed in the Merchant screen.*

THE CENTURION

Your Centurion is the highest-ranking general of your armed forces, or Legion. Your Legion is composed of four different varieties of fighters, and is split up evenly into Cohorts equal to the number of Forts you have built on the Province Level.

Heavy Infantry are your best-trained and best-armed professional soldiers. Since they are career fighters, you will increase their ranks in your Legion by raising *monthly wages*. When you raise wages, more Heavy Infantrymen will join up, but they will not be available immediately. They require the longest training period before they are battle-ready.

Light Infantry are your lesser soldiers. These are not professional soldiers, but rather they are ordinary residents who have been conscripted into the Legion. You may raise more Light Infantrymen by raising your city's *conscription* percentage. Be

careful not to raise conscription too high, though. Too much of it can provoke unrest among your populace. Light Infantry also require a training period. The Centurion panel will tell you how many have completed training and are ready to fight.

Slingers are Plebs who have been assigned to Army duty through the Plebeian Tribune and trained quickly to hurl rocks with a sling. You may increase or decrease their ranks through the Plebeian Tribune, but they require a brief training period.

Auxiliaries are mercenaries from your Province who will fight for money. They may be of a variety of fighting types. including cavalry, archers, etc. The number, type, and quality of auxiliary soldiers vary from province to province, as will their wages. If you can afford them, they require no training. As soon as you hire them, they are ready to fight for you. You have a limited number of auxiliaries per province, so use them, wisely.

Select the Centurion to access the Legion Management Panel. Here you may set monthly wages and conscription rates, and hire or release Auxiliaries. On the right side of the panel is a list of each type of soldier you have ready and in training, and a description of your troops' morale and battle-readiness. Once troops have become trained, you will need to add them to existing Cohorts by returning the Cohort(s) to their fort(s). Do this via the **Order Cohort** command on the Province level (See **Order Cohort**, page 53).

The right and left arrows next to the "Legion Has" listing allows you to view each Cohort individually, and Mobilize or Demobilize each. A Cohort will perform better if its *Morale* is high. Morale will rise after a Cohort is victorious in battle. If you Demobilize a Cohort, it will return immediately to its fort, and its troops will be allocated to other existing Cohorts. If no Cohorts exist, you will need to create a new one through the Centurion.

For more information about Legion management, see the **Combat** section of this manual, beginning on p. 69.

ADVISOR FROM ROME

This is the Imperial Representative to your city. He serves as a link from you to Rome and the Emperor. He will keep you abreast of just how the Emperor feels about you and your performance. Click on the Imperial Advisor to see your current Annual Tribute. The *Annual Tribute* is the amount of Denarii that you must send to the Emperor each year. It will rise if his confidence in you falls, and will fall if Imperial favor rises. If you are careless with your Denarii, you may not have enough to pay the Annual Tribute. Should this happen, the Emperor will not be pleased.

The Imperial Advisor will also let you know what, if anything, the Emperor is currently requesting from you. Rome will request goods from you occasionally as needs arise.

To try to butter up the Emperor, you will always have the option to send him an "extra tribute" (the cynical

might call it a bribe). Just click on the button, set the amount you'd like to send, and then select "Send This Gift." A gift will come out of your personal savings. Of course, you can never be sure if such a gesture will please or anger the Emperor.

Your relationship with the Emperor may vary throughout your game, and will manifest itself in several different forms:

Imperial Favor: This rating is a general measure of your relationship with the Emperor. It considers such factors as how well and how quickly you fulfill his requests, and how much money you send in the form of "gifts."

Annual Tribute: The Annual Tribute is a fee that you pay to the Emperor each year, just for the privilege of being Roman. The Emperor determines the amount of the Tribute based on the profitability of your city, the total amount in your treasury (the more you have, the higher the tribute), and Imperial Favor. If the Emperor likes you, he will lower your Tribute. If you annoy him, he will surely raise it.

Requests: The Emperor may occasionally request raw materials from you. When this happens, the best thing you can do is send him what he asks for — any way you can. This may mean building a port several months before you had planned to in order to get the Emperor some sand. If you fail to give the Emperor what he requests, he may banish you (and end your game!). But if you absolutely cannot grant the request, he may ultimately give you the

option to send money instead. Also, the lower your Imperial Favor is, the less patient the Emperor will be while waiting for a request.

"Gifts": Gifts come out of your personal savings. They work in a strange way: on the one hand, a gift (or bribe) can boost your Imperial Favor (if it is high enough); but on the other hand, once you begin sending gifts the Emperor will expect you to continue. He might be perturbed if you stop! If your gift is not high enough, the Emperor will be insulted, and the gesture will have a negative effect. How do you know how much to send? You really don't, but you *can* anticipate his reaction. In evaluating your gift, the Emperor will compare it to the amount of your Annual Tribute, your Annual Salary, and any gifts you may have sent in the past.

Imperial Tax: As if the Emperor were not enough of a thorn in your side, he also has the power to tax your personal savings. The tax rate he sets depends on your Imperial Favor, and on the size of your personal savings.

PLEBEIAN TRIBUNE

The Plebs are the working underclass of your city. It is their lot to tend to the city's infrastructure. Plebs do not live in your housing, and are not considered part of your population. You may adjust the size of your Pleb work force by adjusting the amount of Denarii you allocate to *Pleb Welfare*.

Click on the Plebeian Tribune to access the Pleb Management panel. Use the up and Down arrows to set

your *Pleb Welfare* allocation, paying close attention to the Clerk's estimate of how many Plebs the adjustment will yield. Keep in mind, though, that this is always a short-term estimate. More Plebs may come in later months.

Then assign your labor force using the up and down arrows next to each task. The column on the right side of the panel shows the estimated number of Plebs needed for each assignment. Click directly on the word "*Need*" to set the recommended amount. You should consider throwing a few extra workers in any problem areas, or to cover future expansion projects. If any Pleb force drops below its recommended level, you will receive a warning message on your menu bar.

Note: When you raise the number of Plebs assigned to a task by more than the number of available Plebs, Plebs will be taken from the ranks of the next listed task. When that one is exhausted, Plebs will be taken from the next one down, and so on, before beginning at the top of the list.

Keep a close watch on your labor force as the game progresses. If you mismanage your work force, roads may deteriorate, fountains may break down, and fires may break out. As you build structures on the Province and City Levels, consider the ways in which your changes will affect the work force. Plan ahead: a new road extension will require more road workers, new farms or mines will call for more provincial workers, and so forth.

Plebs assigned to *Army Duty* are trained as Slingers. They provide a fast and cheap way to bolster your Legion.

Plebs will automatically be assigned to *Construction Duty*. If your Pleb Welfare allocation falls so low that you have inadequate construction labor, you will not be able to build anything.

Note: If your Pleb Welfare allocation is too low, your work force may dwindle to dangerous levels, forcing cuts in city services!

TREASURER

The Treasurer's Report lists your city's income (marked with a "+") and expenditures (marked with a "-") for the current year and estimates the figures for the coming year. Income comes in the form of Population and Industrial taxes. Expenditures include Construction and Operating Costs (Army wages and Pleb Welfare expenses). The Annual Tribute is paid automatically each year to the Emperor.

Use the up and down arrows to set population and industrial taxes. Taxes are expressed as a percentage of citizen and business income. The *Average* figure next to each listing shows the average tax bill for the people and businesses of the city. Citizen income is based on the number and quality of houses in your city — higher quality housing generates more income. Business income is represented by the jar icons shown next to each business in your city.

High population taxes can bring in lots of Denarii, but if the tax rate climbs too high, your city may be slow to develop, and people may pack up and leave. Similarly, excessively high industrial taxes may

discourage businesses from growing, and ultimately reduce your tax income. (see **Growth Rates**, page 45).

PERSONAL ADVISOR

Your Personal Advisor allows you to set your own monthly salary. It may be wise to give yourself a significant salary, and not just out of greed. If you find your city desperate for funds, you can always grant a donation out of your own pocket if you have the Denarii. To do so, just select *Donate to the City*, set your amount, and click on *Make this Donation*. In addition, any savings you accumulate over the years will stay with you if you are promoted to another province. It is nice to be able to ride into a new city with a large chest of Denarii.

Your personal savings may also be used for "gifts" to the Emperor. It will also be taxed at varying rates — if you have lots of personal wealth, the Emperor may try to cut in by imposing a large tax rate!

THE EMPIRE MAP

Select the map at the back of the room in the Forum for a view of the Roman Empire. In addition to the provinces that you govern, the Empire will expand on its own through the efforts of the Emperor and other Roman agents such as the General, Pompous Maximus. Pompous Maximus marches into new provinces with his army, and seizes them for

the Roman Empire. The provinces he conquers will not be available to you. Each time you receive a promotion, you must choose from among the provinces along the Empire's borders that have not yet been taken by Pompous Maximus.

On the Empire Map, gray areas indicate provinces that are already under Roman rule. The remaining areas are waiting to be conquered. Your current Province, your past Province(s), and any Provinces captured by Pompous Maximus, will be indicated on the Empire Map.

Click on the provinces near Rome to see a brief profile detailing each's military strength, attitude toward Rome, neighbors, and industrial potential. All these factors should be considered when you earn a promotion and must choose a new province to govern.

V COMBAT

In order to do battle, you must first have built at least one fort on the Province Level. You must also have formed a Legion through your Centurion in the Forum as well.

YOUR LEGION

The term "**Legion**" describes your entire force of fighting men. You may manage your Legion in the Forum through your Centurion. Your Legion is composed of four types of soldiers: Heavy Infantry, Light Infantry, Slingers, and Auxiliaries (see **Forum, Centurion**, page 60). The Legion is divided into fighting battalions called **Cohorts**. You will have as many Cohorts as you have Forts in your Province — each time you build a fort, a new Cohort will come into existence. Your Legion forces will always be divided evenly between its Cohorts.

Each Cohort will be further divided into **Centuries**. In **Caesar II**, a Century is a unit of 60 soldiers of the same type. (In Roman times, the number varied from 60 to more than 100. The word "century" means 100 in Latin, even though a century often had fewer soldiers than that.) Each Century will be represented by an icon in its Cohort's information panel. An incomplete icon represents a Century with fewer than 60 soldiers.

Each Cohort will have both a **Morale** rating and a **Battle Readiness** status.

Morale refers to the spirit and eagerness of the soldiers to fight. It is expressed in battles as a number between 0 (low morale) and 100 (high morale). If a Century's morale is 0, it will refuse to fight.

Battle Readiness refers to a minimum number of soldiers (100) required before a Cohort is strong enough to act as an independent fighting unit. In other words, a Cohort will only take the initiative to attack an enemy without your orders if it has at least 100 soldiers. If a Cohort has fewer than 100 soldiers, it can still fight and win (with your orders), even though it is not considered Battle Ready.

To issue orders to a Cohort on the Province Level, use the Order Cohort button (see **Order Cohort**, page 53).

THE BATTLE SCREEN

BATTLE

Battle will take place on the Province Level when you do one of two things: send a Cohort to intercept a barbarian army, or send a Cohort to subdue a local Tribe. Before you go into battle with a tribe or an advancing enemy, right-click on your Cohort and your enemy on the Province map to compare the two.

In addition, any Cohort that is on patrol will automatically intercept an advancing enemy, provided the Cohort is battle-ready -- in other words, it has at least 100 soldiers.

The terms “Barbarian”and “Enemy” refer to any variety of foreigner, and you will probably run into many types, including Etruscans, Dalmatians, Greeks, Huns, etc. Each tribe or

nationality will have its own battle style; some will be as disciplined as your Roman soldiers, while others may take the chaotic but vicious approach. You will gain a sense of the various fighting styles with experience.

Warning: Not all enemies that look alike will fight alike!

When your force meets its enemy, a panel will appear, showing you a statistical overview of both armies and giving you the choice to either take control of the battle or to have the results calculated automatically. If you decline to take control, the computer will calculate the results instantly, based on numbers, types of soldiers, and morale, and notify you of the results.

If you choose to take control, it will be up to you to command your forces through the course of the battle:

The **Battle Screen** consists of a battlefield where the two armies face each other, and a control panel. If you are unsure of which troops are yours, just click on the soldiers' heads with your mouse. Map squares beneath your units will highlight to indicate that they are *selected*, while the squares beneath enemy units will not highlight. You may use the *Zoom* buttons on the control panel to zoom in and out for a better view of the battle field (there are three magnification levels), and you may rotate your view using the rotate arrows.

Note: When zoomed out, time is automatically paused and you cannot give orders to your troops.

The window on the left side of the screen charts the numbers and morale of both armies. The *Overview Map* shows an overall view of the battlefield, with different colored dots to represent your troops and the enemy's.

You will give orders to *units* of soldiers within your Cohort. At the start of the battle, each unit will be separated slightly from the others on the battlefield, and so will be easy to distinguish. To issue orders, you must first *select* a unit or units to command. To select a unit, just click on the top half of the unit(s). To select more than one unit at a time, click and hold your mouse button down, and drag it over the units you would like to select. Selected units will be highlighted. To deselect units, just click on any empty space on the battlefield. To select all of your troops easily, you may use the "All" button on the control panel.

A window in the lower right corner of the screen will display information about the selected unit(s): types of soldiers, numbers, and morale. Morale is expressed as number between 0 (low) and 100 (high). When unit's morale hits 0, it is routed, and will not fight.

Any positions or formations you set *before* the action starts will happen instantly, but you may only move your troops around on your side of the battlefield.

When you are ready to begin, click on the **Stop/Go** button to start the action. You may issue orders while the battle is raging, or you may stop the action, issue orders, and then resume the action to watch the results.

Once you have selected a unit or units to command, you may issue any of the following orders:

Formations: You may order your units into a number of formations. You may want to change troop formations as the two armies move around each other.

A *Line* is a row in which each soldier faces the enemy at the start of the battle. The Line is an attack formation, i.e. troops in a line formation will have an **attack bonus** in battle.

A *Column* is a row of soldiers aligned toward the enemy forces at the start of the battle. The Column is an attack formation, i.e. troops in a Column formation will have an **attack bonus** in battle.

A *Tortoise* is an exclusively Roman formation in which all the troops on the outside of a rectangle use their shields to form a protective wall for the whole unit. The Tortoise is a defensive formation, i.e. troops in this formation will have a **defend bonus** in battle.

If you issue the *Pursue* command, the selected unit(s) will break formation and attack the nearest enemies.

Move: To issue a movement command, select a unit or units, and then click on the *Move* button. Your mouse pointer will now control a marker showing the units' destination. Place the destination indicator on the battlefield where you would like the selected troops to go, and click to set the destination. You will not be able to set a destination on any spot that is already occupied by troops.

Aim: If you have missile troops (Slingers, Archers, etc.), use the *Aim* command to order them to fire. Just select the missile unit(s), select the Aim button, and then click on the battlefield where you would like the forces to fire. When the action resumes, you will see your missiles flying through the air, and (hopefully) striking their targets. All missile-bearing troops have limited firing ranges.

The other buttons available in the Battle Screen are as follows:

Turbo: The Turbo button switches the speed of the action between two modes. The quick mode speeds up the action, but diminishes the quality of the battle animations. Use it to speed through a battle if you're in a hurry.

Select All: This button allows you to select all of your forces with a single mouse click.

Retreat: Select retreat to withdraw your forces from the battle. They will disperse and regroup at their fort. This will be a serious blow to morale, but may allow your troops to fight again another day.

Surrender: If you surrender, your troops will be entirely at the mercy of the enemy.

Auto: Select this button if you would like to give up control of the battle, and have its results calculated automatically for the remaining forces.

Help: Select the Help button for instructions on how the battle screen works.

VI WHAT TO DO IN CASE OF...

City Level

Fire! — After a fire has broken out, there is little you can do, directly, to stop it. That is up to your *Vigiles*, the little watchmen that come from Praefectures and patrol the city. As soon as they find the fire, assuming they have road access to it, they will do their best to put it out. It is not your job to deal with fire on a case-by-case basis. Rather, it is your job to make sure your city has enough *Praefectures*, and enough Plebs on fire prevention duty to prevent fires, or to catch and extinguish them when they occur.

Disease — If disease hits your city, there is a good possibility that you have insufficient Bath Houses or Hospitals. If disease does break out, the only way to stop it from spreading is to destroy any and all affected homes. It seems cruel, but it's the only way. Then check your illness levels and Hospital coverage, and add Baths and/or Hospitals if you need them.

Riots — Again, you cannot do much once a riots breaks out. At that point it is up to your soldiers to stop it. What you can do is make sure riots don't happen. Riots can be encouraged by: high taxes, high conscription rates, and inherently hostile provinces. Make sure your security is adequate by building Praefectures and Barracks.

Robbery — To prevent robberies, make sure you have enough Religious Buildings, and make sure they are in areas of high security.

Request for Goods — If the Emperor requests goods, do whatever you can to provide them. This could mean building a farm, mine, trading post, or any other structure to get the goods. If you fail, it could cost you everything! If you absolutely cannot get the requested item, you may be able to send money instead, but the Emperor must explicitly give you this option.

Barbarians — You *must* stop barbarians and other enemies on the Province Level, before they enter your city. You cannot send Cohorts into your city. Once barbarians get in, it is up to your soldiers and vigiles to deal with them. All you can do is build enough Barracks, Towers, Walls, and Praefectures to be able to repel an invasion if it does occur.

You can get some information about enemy armies (Army type & size) by clicking on them with the Query function.

In a City-Building-Only game, barbarians and enemies will show up from time to time, with a frequency based on the skill level you have set. You will need to prepare your city to deal with them.

Province Level

Hostile Troop Movement — If you see a band of Raiders, Rebels, or Invaders moving in your Province, send a Cohort out to stop it. Send a Cohort that is adequate in number, skill, and morale to beat the enemy in battle. It is very important that you prevent enemies from entering your city. If Barbarians enter

your city, there is little you can do. At that point, it is up to your city's soldiers and vigiles to find and kill the invaders. This is why a strong provincial military, and/or provincial walls are important. In addition, swift defeat of hostile forces will raise your Peace rating.

Promotion — If a promotion is offered, you do not *have* to take it. You may elect to continue with your current City and Province indefinitely. If you *do* accept a promotion, you will be prompted to select your next Province from among those adjacent to the Empire's current boundaries. When you arrive in a new province, you will take with you any personal money you have saved.

Town Captured — If a Roman Town is overrun by a band of Raiders, it will become a *Tribe*, which means that it resists Roman rule. In this instance, you should treat it as you would any other tribe — send a Cohort out to subdue it.

Destruction — Some enemies will destroy industrial sites within your province. If this happens, you will have to rebuild them from the ground up. You should try to stop enemies, by wall or by Cohort, before they can get to a site.

The Ultimate Challenge

The further you expand your rule, the more challenging the game will become. The title of Emperor will be yours after your Empire includes all of the lands that were historically part of Rome. After that, you may elect to take on the "ultimate challenge:"

to conquer lands that the Romans themselves were never able to tame. These eight northern lands will be extremely difficult, and are designed only for the "hard-core" Caesar II player. You must play at least at **Normal** skill level in order to reach these provinces.

STRATEGY HINTS & TIPS

In **Caesar II**, your overall goal is to be promoted. You will care for the well-being of your City and Province, but your true aim is to be assigned to greater, more prestigious, and more challenging provinces. Pay close attention to your ratings, and compare them with the minimum ratings required for your next promotion.

Maintaining a healthy economy is the key to achieving the required ratings and winning the game. The following guidelines should help you to keep your administration strong:

* ***Develop your housing***. High-quality housing provides more tax income, is less prone to unrest, has a greater population density, and increases land values. Work to create the best environment and the highest land values for your housing.

* ***Build strong businesses***. Industrial tax is an important source of municipal income, and businesses are necessary to keep your population employed.

* ***Keep your citizens happy***. Avoid over-taxing and over-conscription, and make sure there are enough

jobs to go around. Unrest can do serious damage — avoid it at all costs. And remember that unwise decisions may have repercussions far into the future!

A strong economy will naturally enhance the other aspects of city and province management. It will allow you to build a stronger military, a more extensive road network, and more cultural luxuries for your citizens. If your lands are wealthy, powerful, and peaceful, you are on your way to the Emperor's throne. Good Luck!

General Strategies

Please consult the Tips sections of each feature or structure (accessed through the Query panel) for strategy tips specific to each feature.

* Start your city close to the river; it will be cheaper to supply with water, and to defend with walls (as a river without bridges cannot be crossed by enemies).

* Try to arrange housing blocks and the structures that they need so that multiple blocks can take advantage of the same structures.

* Don't expand too quickly; you have a limited treasury at the start of the city, and you should concentrate on spending it to build housing and population that can generate MORE Denarii.

*Don't try to always cram buildings into the smallest space possible. Leave room for the larger Forums, more expensive forms of Entertainment, and other structures that you can build later in the game. In the meantime, you can fill these spaces with gardens to increase land values.

* Strive for an even balance of successful housing and income. You can get a fair amount of money from either of them, but high ratings require you to have a good mix of both.

* Invaders and Raiders always come at a province from its neighboring regions, which can be either provinces or distant lands outside the Empire. If you know of a province that is likely to suffer from raids and invasions from many sides, try conquering its neighbors BEFORE taking it on.

* Try not to send "gifts" to the Emperor unless you are in an emergency situation (such as needing to delay his requests for goods, because you don't have them yet), or unless you have plenty of savings. Once you start bribing the Emperor, he will expect you to keep it up.

* When you're doing well, be sure to increase your salary. That way, you'll be able to use the profits of one province to help fund the beginnings of another one. When playing at the harder difficulty levels, this will be a key to your success.

* Build a Legion right away. It will take a while for your troops to become trained and ready for battle, and you will surely need protection sooner or later.

KEYBOARD COMMANDS

A mouse is required to play **Caesar II**, but some commands also have keyboard equivalents that you may find more convenient to use.

= or + or + (keypad)	Zoom in, centered on current point (City, Province, or Battle)
- or - (keypad)	Zoom out (City, Province, or Battle)
3	Jump to Furthest Zoom level (City, Province, or Battle)
2	Jump to Medium Zoom level (City, Province), or closest level (Battle).
1	Jump to Closest Zoom level (City, Province)
<	Rotate counter-clockwise
>	Rotate clockwise
<spacebar>	Cancel current building activity (useful for roads, aqueducts etc.)
F1	Jump to City Level
ALT-F1	Jump to next City Level Flag
ALT-F3	Jump to next Province Level Flag
ALT-F	Enter Place Flag mode
ALT-D	Jump to Danger Spot
F2 or F	Jump to Forum

F3	Jump to Province Level
F4	Load game
F5	Save game
P	Pause Game
Y	Yes (for Yes/No panels)
N	No (for Yes/No panels)
Esc	Exit current screen/panel/menu
A	Accelerate Time
C	See Census Panel

DESIGNERS' NOTES

The product you now hold in your hands may seem like an obvious extension to our original *Caesar*, but you'd probably be surprised by the heartache and twists and turns we went through to get it to where it is!

One of the hard parts about designing a sequel to a very popular game is deciding what to change. Change too much, and we might lose the magic of the original; change too little, and we don't really offer value to you, our customer. There were some things which were easy to decide — we were frustrated by the original interface, so that had to go; SVGA was now possible, and enabled us to produce the spectacular graphics before you today, so that, too, was easy. We also wanted to make the game easier to pick up, with a "gently" rising difficulty curve that provides a steady challenge right through to the end. That was the easy part.

The combat in the original *Caesar* was designed to be a very simple, quick-to-play element, with added links to the miniatures-game *Cohort II* for those that wanted more detail. Unfortunately, *Cohort II* was not as strong a game as it might have been, and didn't provide those "battle-hungry" customers with the food they sought. So *Caesar II* had to improve on that. The question was — how? We really wanted to focus on enhancing the game's city level, so to put too much into the combat section would have made *Caesar II* a different product. This became even tougher when the combat came together so well, particularly in terms of its graphics. Many ideas were generated and put aside — possibly for future games — in the interest of focus!

The other major challenge was to enhance the province level. In response both to user feedback and internal sentiment, we wanted to better integrate the province level with your city. A large part of what *Caesar* added to the city-building genre was its environment, and we wanted to enrich that so that different provinces made greater differences to how people play the game. The resource model you will face in *Caesar II* is the result of much deliberation — and concerns lest we make the game too complex. We don't want you to have to spend too much time on the province level... just enough.

And as always, the hard question to answer is "where do you draw the line?" We are happy with the resulting product — much more so, in fact, than we were with the original. I hope you agree.

David Lester, Cambridge, MA, August, 1995

We like to think of all the games we do as team efforts, where everyone involved in the project can give their input into how the final result will turn out. More than that, the original *Caesar* was fondly remembered by many people at Impressions, so we were pleased to receive a special level of interest and enthusiasm from all areas of our ever-expanding team. This excitement for the project (as well as the many suggestions for refinements and enhancements that came with it) inspired us to work even harder on the final result. Thanks, guys.

The *Caesar II* team would also like to thank all of the spouses, significant others, family members and so on who helped keep us sane while this project came together.

Chris Foster, Cambridge, MA, August, 1995

APPENDIX

Housing will develop or decline along with rising or falling land values. Development levels for housing are listed, from low to high, below:

HOUSING:

One Hut

Two Huts

Three Huts

Communal Huts

Large Communal Hut

Primitive House

Simple House

Small House

Average House

Improved House

Large House

Grand House

Primitive Insula

Simple Insula

Small Insula

Average Insula

Improved Insula

Large Insula

Grand Insula

Imperial Insula

Simple Domus

Small Domus

Average Domus

Improved Domus

Large Domus

Grand Domus

Simple Villa

Small Villa

Improved Villa

Grand Villa

Small Palace

WATER:

Wells and fountains will develop through the following levels:

Wells:

Simple Well

Maintained Well

Large Well

Grand Well

Fountains:

Simple Fountain

Maintained Fountain

Large Fountain

Grand Fountain

CITY BUSINESS TYPES:

Below is a list of each business type that may be available in your city. Next to each listing is the raw material that the business needs from a provincial or trade source in order to operate:

Bakery (wheat)
Winery (grapes)
Butcher (cattle)
Lumber Mill (timber)
Jeweler (gems)
Lead Works (lead)
Iron Works (iron)
Copper Works (copper)
Pottery Works (clay)
Glass Works (sand)
Marble Works (marble)
Stone Works (stone)
Silk Dealer (silk)
Spice Dealer (spices)
Ivory Dealer (ivory)
Fish Monger (fish)

WALKERS

The following types of people will walk about your cities for the following reasons:

- **Forum Clerks** come from Forums, and walk around collecting taxes.

- **Market Traders** come from Markets and walk around to find customers.

- **Enemies** comes from outside the city. and will try to destroy the city and depose you.

- **Soldiers** come from Barracks and Towers, and provide security and fight any enemies that may get into the city.

- **Vigiles** come from Praefectures, and provide security and watch for and extinguish fires.

- **Workers** come from businesses, and find the labor force for their businesses among nearby housing.

- **Rioters** rise up from within your city and will encourage unrest and try to depose you one brick at a time.

BARBARIAN TRIBES:

Tribes on the province level will resist Roman rule. Tribes will appear in the following varieties, increasing in size and strength respectively:

Weak Tribe
Local Tribe
Strong Tribe
Powerful Tribe

TECHNICAL TIPS

We have found that many of the common problems our customers experience with their machines have simple answers. If you are experiencing one of the problems listed below, please try the solution(s) provided before searching elsewhere for answers.

1. WHY DOES IT SAY "NOT ENOUGH MEMORY FOR WORK AREA" WHEN I TYPE THE GAME COMMAND?

This game is a protected mode program which may be incompatible with some of the other programs that load into your machine when it boots up, including memory managers.

There are three ways to deal with this:

A) Press down and hold the <F5> key as soon as you see the words "Starting MS-DOS" when starting or restarting your machine. This will bypass your configuration files, so that you won't be loading in the things that you don't need. If you use this approach, you will need to manually load your mouse driver and, if necessary, your VESA driver (see below); manual loading is usually a simple matter of finding the device driver(s) and typing their name(s).

B) Make a game/boot disk according to the instructions in the "How do I make a game/boot disk" section below.

C) If you are comfortable with editing your configuration files, edit your config.sys file to create a boot configuration that disables references to all memory managers, such as HIMEM.SYS, EMM386.EXE, QEMM, 386Max, etc. as well as

disk cacheing programs such as SMARTDRV.EXE or Opticache and anything else you don't explicitly need to run the game. Edit your AUTOEXEC.BAT to create a configuration path that removes references to disk caches and all other TSRs beside your mouse driver and, if necessary, your VESA driver.

2. WHAT IS A VESA DRIVER?

To access the extended VGA mode used by the game, you may need to load a VESA graphics driver to enhance the functionality of your video card. Consult the manual of your video card to find out whether or not you need to run such a driver, what the name of the driver is and the location of it on your hard disk or on a floppy.

3. WHY DOESN'T MY MOUSE WORK?

If your mouse does not work at all:

- Is the mouse installed for DOS? Windows uses its own drivers, and therefore works without a properly installed DOS mouse driver; For this reason, you cannot assume that because a mouse works with a Windows system that a mouse driver for DOS programs is currently installed.

To find out whether or not such a driver is installed: -enter a DOS application that supports a mouse, such as the EDIT utility (DOS 5.0 or later) or a DOS word processor (or anything else, besides Windows, that loads from the DOS prompt and uses a mouse). If the mouse does not respond at all in such a program, then the DOS driver is not properly loaded. Check the disk or manual that came with your mouse for instructions on how to install it.

If the mouse works sporadically (jumping around, not clicking properly, etc.):

- You may not have a 100% Microsoft compatible mouse driver (this has nothing to do with hardware, only software).

Check your hard disk for a file called MOUSE.COM, as some upgrade versions of DOS include this Microsoft mouse driver (type "dir mouse.com /s<enter>" at the C:\ root directory prompt). If not already on your system, such a driver can be obtained from either the vendor or manufacturer of your computer or mouse.

4. HOW DO I MAKE A GAME/BOOT DISK? (for CD-ROM)

Format a floppy disk in drive A: by placing a blank disk into A: and typing "FORMAT A: /S"; follow the instructions onscreen; if an error message is encountered, be sure the disk is the correct density for the drive (high density is necessary for current machines). If further errors are encountered, try another disk. Leave the formatted floppy in drive A:.

At the DOS prompt, type "C:" then press the <enter> key, then type "CD \" and again hit the <enter> key (assume when the following text says "<enter>" that you should hit this key). The prompt should now read: "C:\>".

Start your text editor by typing "EDIT C:\CONFIG.SYS<enter>" (the example used in this case is the MS-DOS EDIT utility that comes with MS-DOS 5.0 or later; the command to run the editor and the commands to save and exit may be different depending on what program you use, the important thing is to open the editor with the file named after the example EDIT command). You should now see the editor screen, which is a blue screen that says "FILE EDIT SEARCH OPTIONS" in the upper left corner of the screen. "CONFIG.SYS" should be displayed in the center top of the screen.

Find the line in the file that loads in your CD-ROM device driver. It probably starts with something like: "DEVICEHIGH=C:\CDSTUFF\MYCD.SYS" (this will not be the actual name of the path and filename, you need to

either figure these things out or consult the technician or documentation for your CD drive to find the name and syntax of this device driver) and may include more text on the line. Copy the whole line down on a piece of paper, including any other text that comes after the .SYS filename; if possible, print the file out and underline the appropriate text. Exit out of the EDIT utility (you can do this by holding down the <alt> key and typing "f", then when the file menu drops down, type "x" or, if your mouse is working, just click on "File" in the upper left hand corner, and then "Exit" in the file menu).

Now open your AUTOEXEC.BAT file, by typing "EDIT C:\AUTOEXEC.BAT<enter>".

Find the line in the AUTOEXEC.BAT file that contains the following letters "MSCDEX"; Again there will probably be more information on the line than just the program location and name. Either write it down, letter for letter, or print it out. Exit the editor and return to DOS.

You must copy your DOS mouse driver and, if necessary, your VESA graphics driver to the boot disk (in drive A:); these drivers might be found either on your hard drive or on floppy disks that came with your system for the mouse and video card respectively. The mouse driver may be called MOUSE.COM, MOUSE.EXE or MOUSE.SYS or something similar, and the VESA driver, may be called VESA.COM or VESA.EXE or something similar. If you do not know how to copy files, consult your DOS manual.

Change the current drive to drive A: by typing "A: <enter>". The prompt should now look like: "A:\>". Open your editor by typing "EDIT A:\CONFIG.SYS". Type in the following file ignoring the stuff between parentheses ("(" and ")"):

DEVICE=C:\CDSTUFF\MYCD.SYS /D:drivername

(Replace this line with whatever the CD-ROM driver line is in your C:\CONFIG.SYS file and remember to include all the information that comes AFTER the SYS filename on the line. If any other information is found between the "DEVICEHIGH" and the "=", it should be ignored; you may not encounter this, so don't worry if you don't.)

(if your mouse driver is a *.sys file, enter the following line as well:)

DEVICE=A:\MOUSE.SYS

(remember to alter the filename according to the specific filename of

NFIG.SYS file is finished, save it and exit the editor. (To save a file in the MS-DOS editor, either use the mouse, if working, to choose the "File" menu, then "Save", or hold down the <alt> key, type "f" to drop the menu, then "s" to choose "Save").

Start up the editor again from the A: drive by typing: "EDIT A:\AUTOEXEC.BAT". Type in the following file:

PROMPT PG

PATH C:\DOS

C:\DOS\MSCDEX.EXE /D:drivername

(you must remember to change the driver name according to the one you wrote down from your C:AUTOEXEC.BAT file, and include all the other letters and numbers that come after it on this line)

(if your mouse driver is a *.COM or *.EXE file, enter it here:)

C:\MOUSE\MOUSE.COM

(alter this line depending on the path and name of your mouse driver *.COM or *.EXE file. Refer to the following section on "Why doesn't my mouse work?" for more information.)

C:

Save the file and exit the editor.

To boot from this floppy disk, leave it in drive A: and restart the computer. Change to the directory that holds the game, then type in the command appropriate to run the program (then have fun).

5. HOW DO I SET UP MY SOUND CARD?

Setting sound card parameters:

Caesar II includes an auto detection program that should set up your sound system upon installation. If you encounter problems with this auto detection, consult the following section.

To use a sound card with a program, it is sometimes necessary to set a number of parameters using the setup utility located in the game directory.

The significant values are the I/O Address, the Interrupt Request Channel (IRQ) and the Direct Memory Access (DMA) values of the relevant sound card. Boot from your hard drive (ie. without a special boot disk) and type "SET<enter>" and look for a line that begins with "BLASTER=" followed by a sequence of letter/number combinations including: Annn, In, Dn (where n represents a numerical digit); Annn is the address, In is the IRQ and Dn is the DMA value.

The setup program allows for specification of the type of sound card as well as the Address, IRQ and DMA values of the installed card; If any of these are incorrectly set, sound will not work with the program.

If no BLASTER variable is found from SET, consult either the sound card manual or the technician who installed the device to obtain the Address, IRQ and DMA values.

Sound card emulation:

If you are using a card that is not listed as an option in the setup program, it probably emulates something else. It is usually a good idea to use the oldest version of whatever card your system is emulating (ie. choose SoundBlaster over SoundBlaster pro), as the older cards are usually better documented so that emulation of those works better.

6. WHY IS MY CD-ROM GAME RUNNING SO SLOWLY?

CD-ROM drives are much slower than hard drives. When running a program from a CD-ROM, if you don't run a disk caching utility, the program will probably run slowly. A disk cache program sits between the physical disk drive and the program, reserving an area of memory that stores the information most recently read from, or sometimes written to, the drive. This speeds the system by keeping data, that a program might need to look at more than once, in memory instead of on the disk; for a computer, looking at memory is much faster than looking at the disk.

The problem with this for protected mode programs is that disk cache programs take up much needed RAM. Unless you have 8 or more megabytes of system RAM, you will probably run into memory problems when running a protected mode program with a disk cache.

Some CD drives come packaged with caching software, but the most common such utility is MS-DOS Smartdrive (C:\DOS\SMARTDRV.EXE), which also caches other disk drives. All versions of Smartdrive that come with or after MS-DOS version 6.2 (file date 9/30/93) can cache CD-ROM disks.

MSCDEX (C:\DOS\MSCDEX.EXE) is a program that comes with DOS and is packaged with some CD-interface or drive hardware. Along with a properly loaded CD-ROM device driver, it lets DOS see the CD as a disk drive; without

MSCDEX, you cannot access a CD-ROM drive through DOS or Windows.

To make sure Smartdrive and MSCDEX are set up properly, check your AUTOEXEC.BAT file. So long as your CD drive has been properly installed, there should be a line that loads in MSCDEX and possibly a line that loads in Smartdrive, or some other cache program that might have come with your drive. Make sure the line that loads in the caching program comes after the line that loads in MSCDEX; if you don't do this, the caching software will not work.

The line in the AUTOEXEC.BAT file that loads MSCDEX looks something like: "C:\DOS\MSCDEX...", and usually includes other things after the "MSCDEX" such as the DOS name of the CD device and a number of other things; assume all these things after the "MSCDEX" are necessary if you are going to cut and paste between configuration files. The line that loads in Smartdrive should look something like: "C:\DOS\SMARTDRV.EXE".

7. MEMORY MANAGERS

Memory Managers like HIMEM.SYS, EMM386.EXE, QEMM, and 386Max are not needed by this program. They may cause conflicts with the Protected Mode Runtime program. If you experience any problems running this program, we ask that you disable any Memory Managers and then try loading the game again.

STILL HAVING PROBLEMS? BEFORE YOU CALL...

In order to allow us to help you more effectively, please try to follow the suggestions below before you call for help. This will assist us in finding the answer to your problem as quickly as possible, so that you can begin playing and enjoying your new game.

1. READ AT LEAST THE FIRST FEW CHAPTERS OF YOUR DOS MANUAL.

The more you know about the operating system that your machine is running, the easier it will be for any technical support to help you solve any problems. You should at least be familiar with how DOS commands work, what disk files and directories are, and what utilities are available on your machine for editing text files.

2. FIND OUT AS MUCH AS POSSIBLE ABOUT HOW YOUR MACHINE IS CONFIGURED.

What version of what brand operating system is running on the machine? (At the command prompt, type "VER" and hit enter to find out what version of DOS is running) What kind of chip is running your machine? ('486? '386? '286? 8086?) How much memory is in the system? How much conventional memory is free? How much hard disk space is free? What kind of video card is in your machine? (SVGA? VGA? EGA? Brand name?) What kind of sound card, if any, is in your system? Do you have a CD-ROM drive? Are you using

Stacker, Doublespace or some other kind of disk compression? Are you using QEMM or some other third party memory manager? If Windows 3.1 is installed on the machine, you can run Microsoft Diagnostics to find out some of these things, if you do not already know about them (type "MSD",

then hit <enter> at the command prompt). If necessary, call whomever it was that originally configured your system to answer these questions. It's also a good idea to print out your CONFIG.SYS and AUTOEXEC.BAT files (usually in the root directory of C:) and keep the printouts handy.

3. SET UP THE COMPUTER NEAR THE PHONE WITH THE PROGRAM INSTALLED ON THE HARD DRIVE.

It is very difficult for technical support to troubleshoot a computer problem over the phone without having access to the machine in question while it is running. If this is not an option, list every detail about the occurrence of the problem, including all pertinent system configuration information (such as that described in the previous paragraph), and keep this list handy when calling tech support.

4. DEFRAG YOUR HARD DISK.

Non-contiguous files on a hard disk can sometimes cause strange and mysterious things to occur. While in the game directory, type "CHKDSK *.*", then hit <enter> at the DOS prompt to find out if all the game files are contiguous or not. A hard disk can be defragmented, or defragged, by using a disk utility program such as SPEEDISK, which is packaged with Norton Utilities, or DEFRAG, a program included with MS-DOS version 6.0 or above. This reorders disk space, making stored files contiguous. If a hard drive has not been defragged for more than a month, and has been used even moderately, it is likely that many of the files on the disk have become noncontiguous.

5. CHECK FOR VIRUSES.

Viruses can mess up even the most carefully configured system. Use a memory-resident virus checker (such as VSAFE, a utility that comes with MS-DOS version 6.0 and above) whenever you insert new disks into your machine, and run an anti-virus utility (such as MSAV, another utility that comes with MS-DOS v.6.0 and above) before you call.